AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1.   (currently amended): A game device for controlling a game executed inside a game field, comprising:

~~game processing~~ means for carrying out processing of game content executed inside the game field based on player operations;

~~composition ratio changing~~ means for changing a value σ1 that varies based on an angle θ between a viewing direction and a base line, said angle θ having a value between 0 and 2π, said value σ1 relating to an ~~one or more~~ image composition ~~ratios~~; and

~~display~~ means, for generating a composite image composed of a pixel value P0 representing a base model, which is added to a first pattern image data P1xσ1 representing a first model, to generate and store a new pixel value P0+P1xσ1, said new stored pixel value P0+P1xσ1 being added to a second pattern image data to generate and display the ~~a plurality of image data based on the image composition ratios, and displaying the~~ composite image on the surface of a substantially planar game field.

2.   (currently amended): The game device of claim 1, wherein

the game field is arranged in three-dimensional space,

the ~~display~~ means for generating displays the game field based on a set viewing direction, and

the ~~composition ratio changing~~ means <u>for changing</u> changes the <u>value σ1</u> ~~image composition ratios~~ based on at least one of the viewing direction and a set light source position.

3.   (currently amended): The game device of claim 1, wherein the ~~display~~ means <u>for generating</u> carries out display of the game field by arranging models to which said plurality of image data set as textures in an overlapped manner in three-dimensional space and carrying out rendering.

4.   (currently amended): A game control method for controlling a game executed in a game field, using a computer, comprising the steps of:

processing game content executed in a game field based on player operations, using game processing means of the computer;

changing <u>a value σ1 that varies based on an angle θ between a viewing direction and a base line, said angle θ having a value between 0 and 2π, said value σ1 relating to an</u> ~~one or more~~ image composition ~~ratios, using composition ratio change means of the computer~~; and

generating a composite image that is a combination of a <u>pixel value P0 representing a base model, which is added to a first pattern image data P1×σ1 representing a first model, to generate and store a new pixel value P0+P1×σ1, said new stored pixel value P0+P1×σ1 being added to a second pattern image data to generate</u> ~~plurality of image data based on the image composition ratios~~ and ~~displaying~~ <u>display the composite image on</u> a surface of a substantially planar game field ~~using the composite image~~, using image display means of the computer.

5.   (currently amended): A computer readable storage medium storing a program to execute control of a game carried out in a game field, in a computer, the program causing the computer to execute the steps of:

processing game content executed in the game field based on player operations;

changing a value σ1 that varies based on an angle θ between a viewing direction and a base line, said angle θ having a value between 0 and 2π, said value σ1 relating to an ~~one or more~~ image composition ~~ratios~~; and

generating a composite image that is a combination of a pixel value P0 representing a base model, which is added to a first pattern image data P1xσ1 representing a first model, to generate and store a new pixel value P0+P1xσ1, said new stored pixel value P0+P1xσ1 being added to a second pattern image data ~~plurality of image data based on the image composition ratios~~ to generate and ~~displaying~~ ~~display~~ the composite image on a surface of a substantially planar game field ~~using the composite image~~.

6.   (currently amended): A computer readable storage medium storing a program to texture a surface in a computer, the program causing the computer to execute the method comprising:

calculating, for each texture of a plurality of textures, a value σ1 that varies based on information relating to a view of said surface, said information including an angle θ between a viewing direction and a base line, said angle θ having a value between 0 and 2π, said value σ1 relating to an image composition ratio ~~based on information relating to a view of said surface~~;

combining said plurality of textures <u>by combination of pixel value P0 representing a base</u>

<u>model, which is added to a first pattern image data P1xσ1 representing a first model, to generate</u>

<u>and store a new pixel value P0+P1xσ1, said new stored pixel value P0+P1xσ1 being added to a</u>

<u>second pattern image data</u> ~~according to said composition ratio~~ to create a surface texture<u>; and</u>

storing said surface texture.

7.   (currently amended): The medium of claim 6, wherein said information relating to

a view of said surface comprises ~~an~~ <u>said</u> angle ~~θ~~ indicating the rotation of said surface, in the

plane of said surface, relative to a viewpoint position.

8.   (currently amended): The medium of claim 6, wherein said information relating to

a view of said surface comprises ~~a~~ <u>said</u> viewing direction.

9.   (previously presented): The medium of claim 6, wherein said information relating

to a view of said surface comprises positions of one or more light sources.

10.   (previously presented): The medium of claim 7, wherein each of said plurality of

textures is associated with one of a plurality of auxiliary surfaces immediately above said surface,

said auxiliary surfaces having a shape identical to said surface.

11.   (currently amended): The medium of claim 7, wherein said combining said plurality of textures comprises, multiplying said textures by ~~composition ratio~~a value, and adding together the resulting textures.

12.   (previously presented): The medium of claim 7, further comprising causing said surface texture to be displayed as a texture of said surface.

13.   (previously presented): The medium of claim 7, wherein said surface texture is a representation of a sports field surface.

14.   (previously presented): The medium of claim 13, wherein said plurality of textures comprises a first texture comprising transparent areas and colored areas, and a second texture comprising colored areas in positions corresponding to the transparent areas of the first texture, wherein the colored areas of the first and second textures are differently shaded.

15. (new): The game device of claim 1, wherein the second pattern image data comprises $P2 \times \sigma 2$ representing a first model, which is added to new stored pixel value $P0 + P1 \times \sigma 1$.

16. (new): The game device of claim 15, wherein the composite image comprises $P0+P1 \times \sigma 1 + P2 \times \sigma 2$.

17. (new): The game control method of claim 4, wherein the second pattern image data comprises $P2 \times \sigma 2$ representing a first model, which is added to new stored pixel value $P0+P1 \times \sigma 1$.

18. (new): The game control method of claim 17, wherein the composite image comprises $P0+P1 \times \sigma 1 + P2 \times \sigma 2$.

19. (new): The computer readable storage medium of claim 5, wherein the second pattern image data comprises $P2 \times \sigma 2$ representing a first model, which is added to new stored pixel value $P0+P1 \times \sigma 1$.

20. (new): The computer readable storage medium of claim 6, wherein the second pattern image data comprises $P2 \times \sigma 2$ representing a first model, which is added to new stored pixel value $P0+P1 \times \sigma 1$.